Hog Rider Defense

1. Double giant bombs are an essential defense against hog riders. A double-giant bomb trap will kill a group of hog riders even if a heal spell is active.

2. Placement is key! The two giant bombs must be between two defenses. Most importantly, *both* giant bombs must be touching *both* defenses, as in the picture below.

3. Ideally, your base will have several locations where giant bombs or double-giant bombs could be hiding. If the location of your giant bombs is obvious, then attackers can avoid them.

4. In addition to the double giant bomb, consider using a pseudo double giant bomb, like the one below. Groups of spring traps placed between defenses can also derail a hog attack.

5. Finally, TH7s and TH8s should *never* put their giant bombs outside of their walls and away from defenses. Incoming hogs attacks will likely not detonate them in these locations (or at least, not until the attack is almost over).